

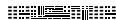


HOMEWORLD[®]
DESERTS OF KHARAK[™]

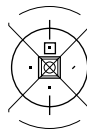
ARTBOOK



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Nasza planeta umiera...



...pustynia rośnie z każdym rokiem.
Świat pogrążony jest w ciemności
i nieustającym konflikcie... Istnieje
jednak nadzieja. **Wielka Zakazana**
Pustynia skrywa tajemniczy obiekt.
Nasi przodkowie nazwali go obiektem
Jaraci, Pierwotną Anomalią. Wierzymy,
że zawiera on klucz do naszego zbawienia.
Rozpoczęto przygotowywania
do ekspedycji mającej odzyskać artefakt.
Oto nasza historia...



KHARAK

Średnica – 7000 km

Obwód – 21,991 kilometrów

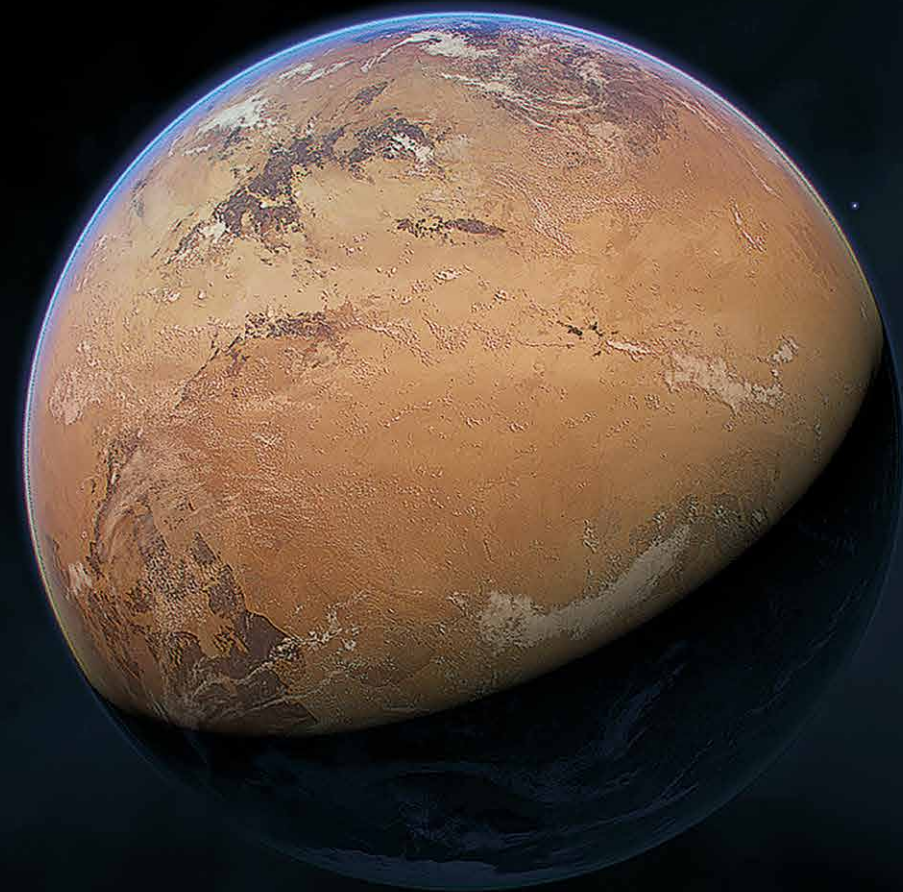
Gęstość – niska

Wiek – ok. 6,7 miliarda lat

Hydrografia – 31%

Populacja – ok. 293050000

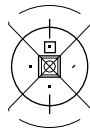
Kharak jest małym, jałowym światem na wewnętrznej krawędzi systemu słonecznego. Temperatury na równiku zbliżone są do temperatury wrzenia wody. Złożone formy życia są w stanie przetrwać jedynie w regionach polarnych Kharak – z uwagi na dużo niższe temperatury.

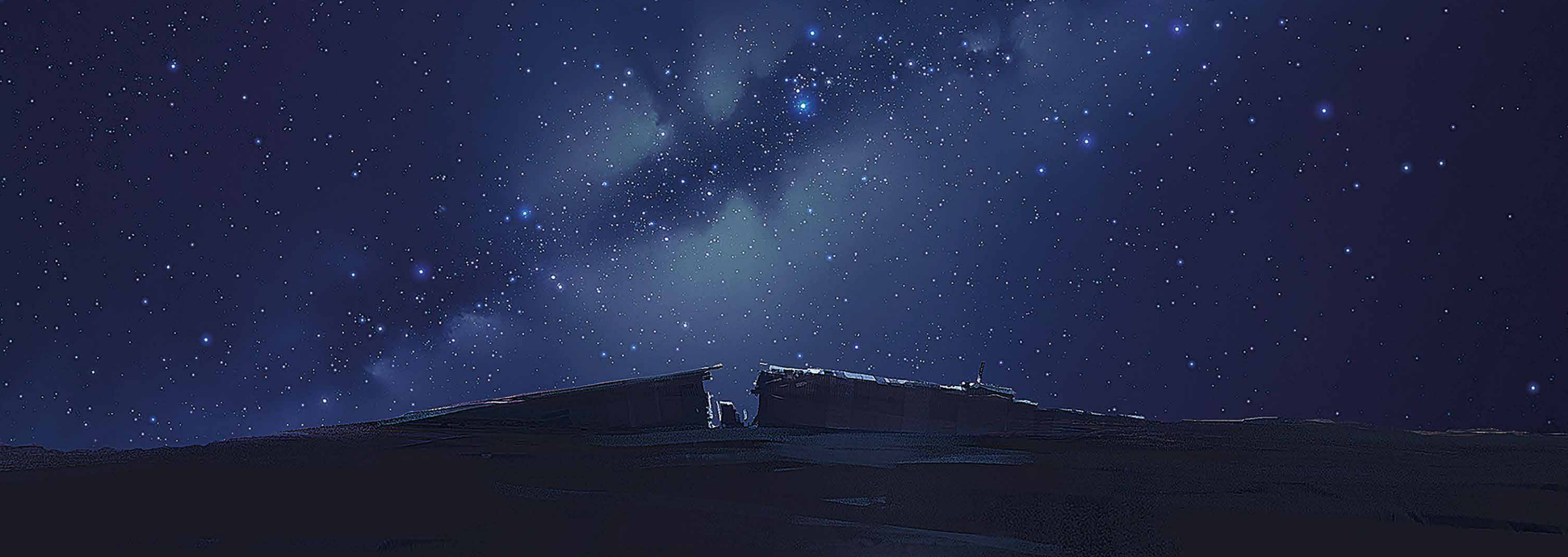






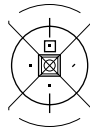
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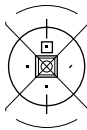
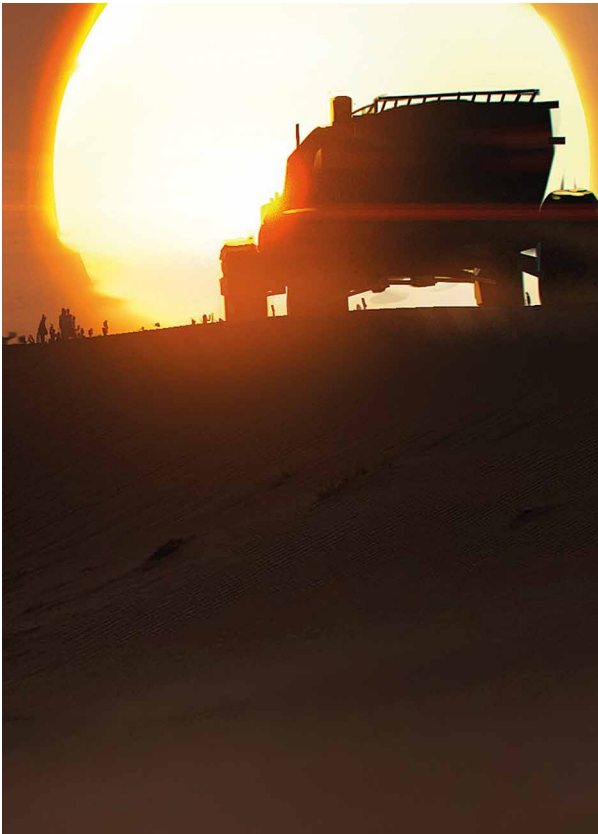


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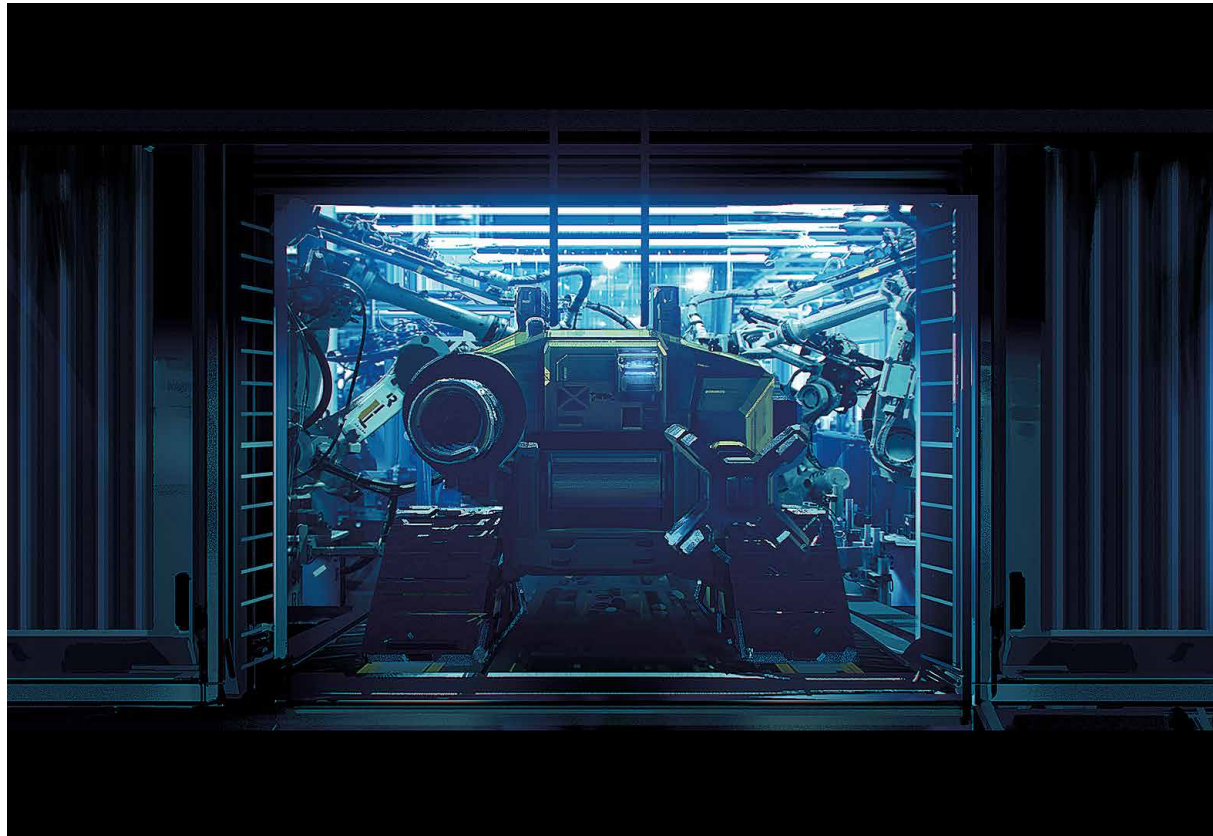
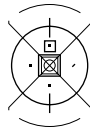


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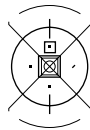


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PROJEKTY MISJI



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EWOLUCJA LOKACJI

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Development Build

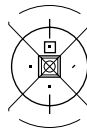


Dev deployment

- City half-buried in dunes and soft washes of dust
- Mid day lighting
- Added gun installments



- Wreck half-buried in dunes and soft washes of dust
- Mid day lighting
- Light distance haze
- Clear ship bridge
- Stains around wreck

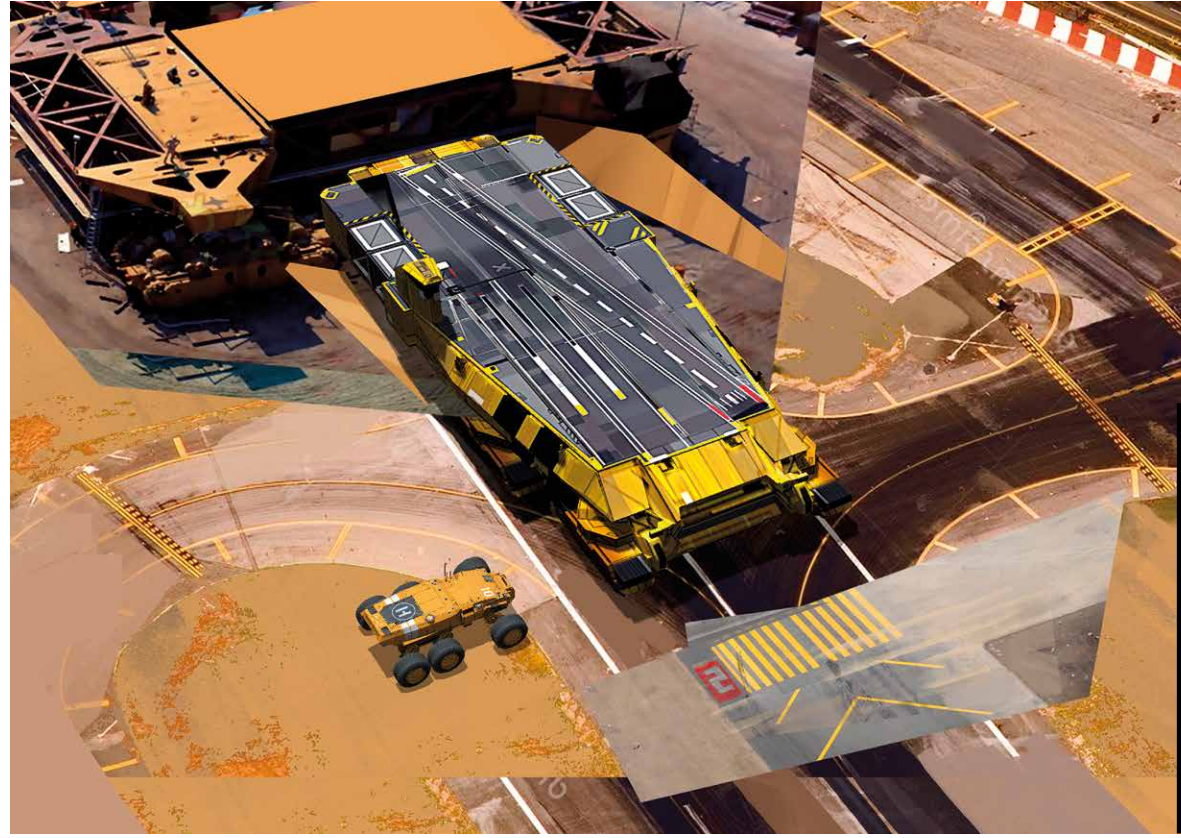




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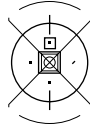
WCZESNE GRAFIKI KONCEPCYJNE

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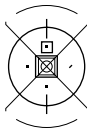
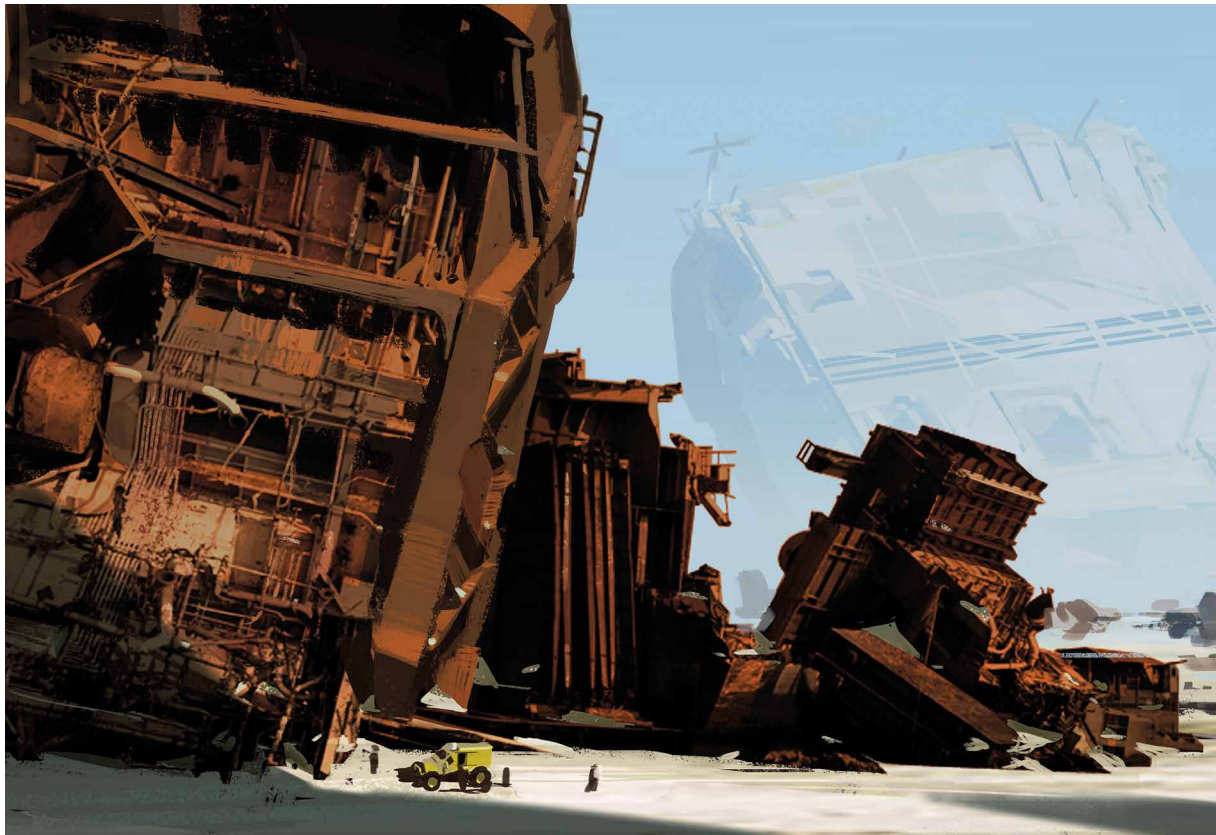
WCZESNE GRAFIKI KONCEPCYJNE

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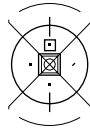
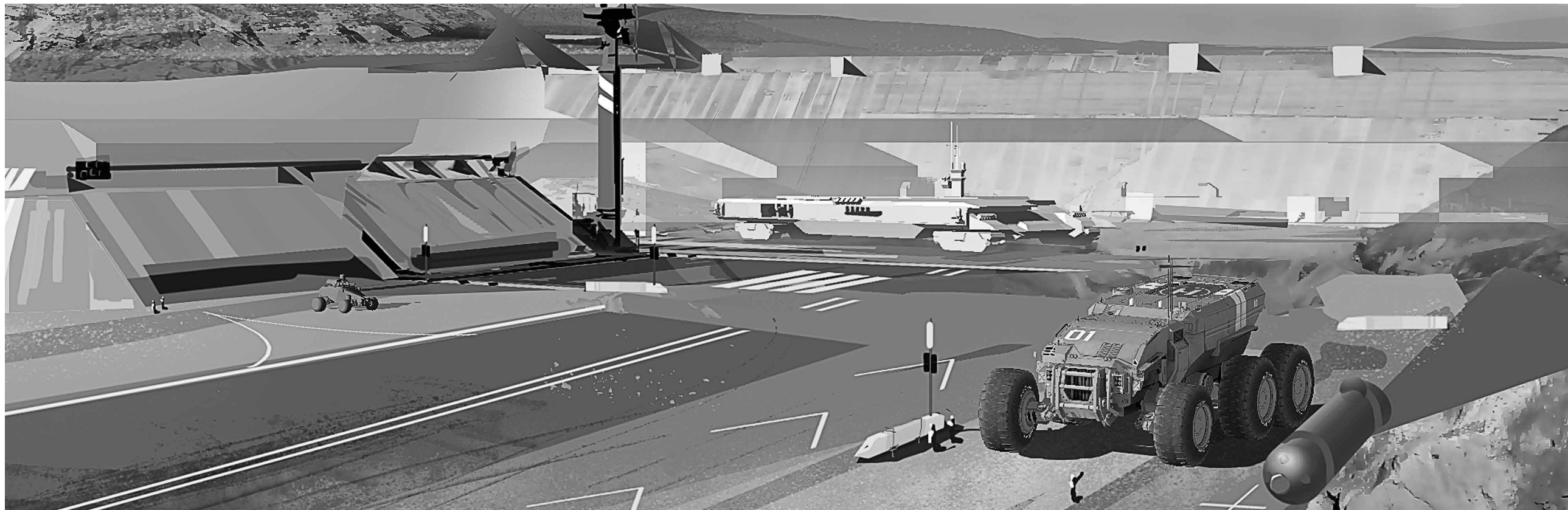


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POSTACIE



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OFICEROWIE KOALICJI / ŻOŁNIERZE KIIH GAALSJEN

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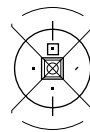
GAALSI PERSONEL

KHAGAAN KHAGAAN - ACTION



RACHEL RACHEL - ACTION SIIDIM

INTEL COALITION PERSONEL

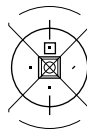




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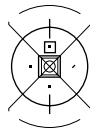
EWOLUCJA RACHEL S'JET - GŁÓWNY OFICER NAUKOWY KOALICJI

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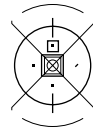
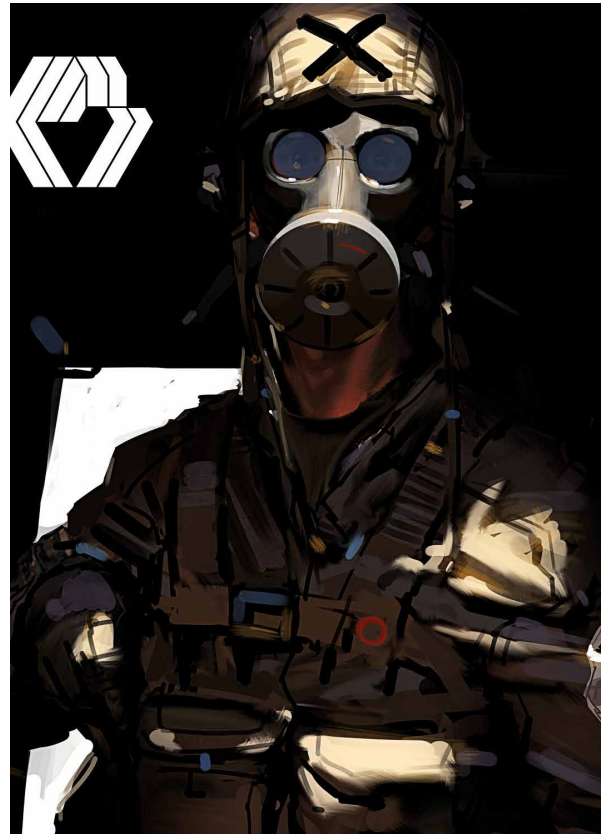
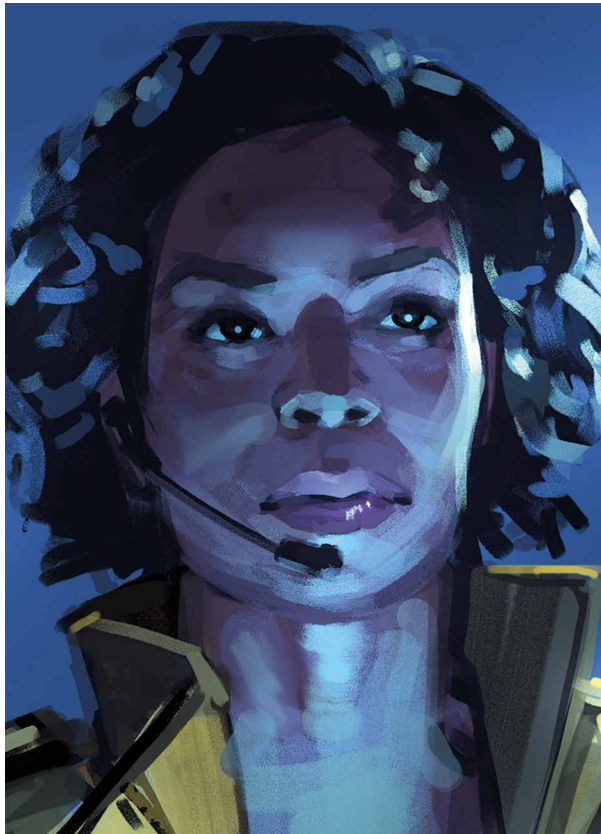
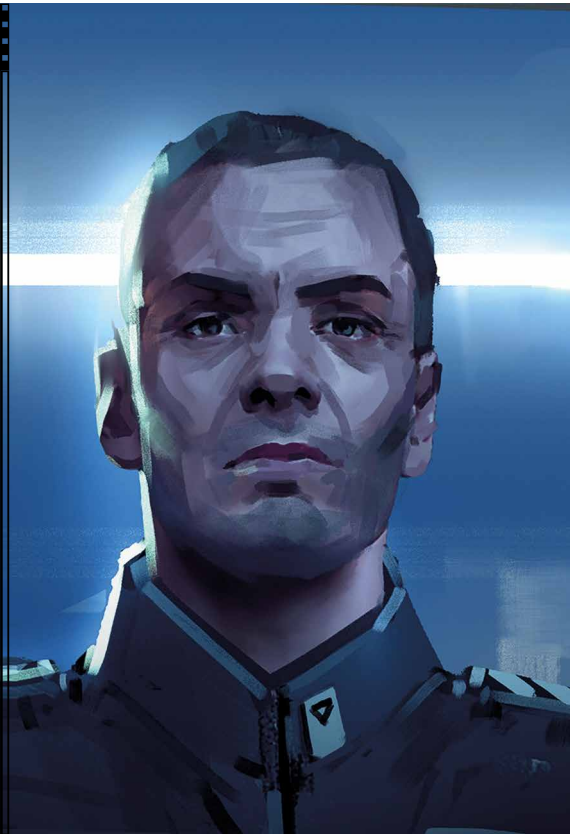
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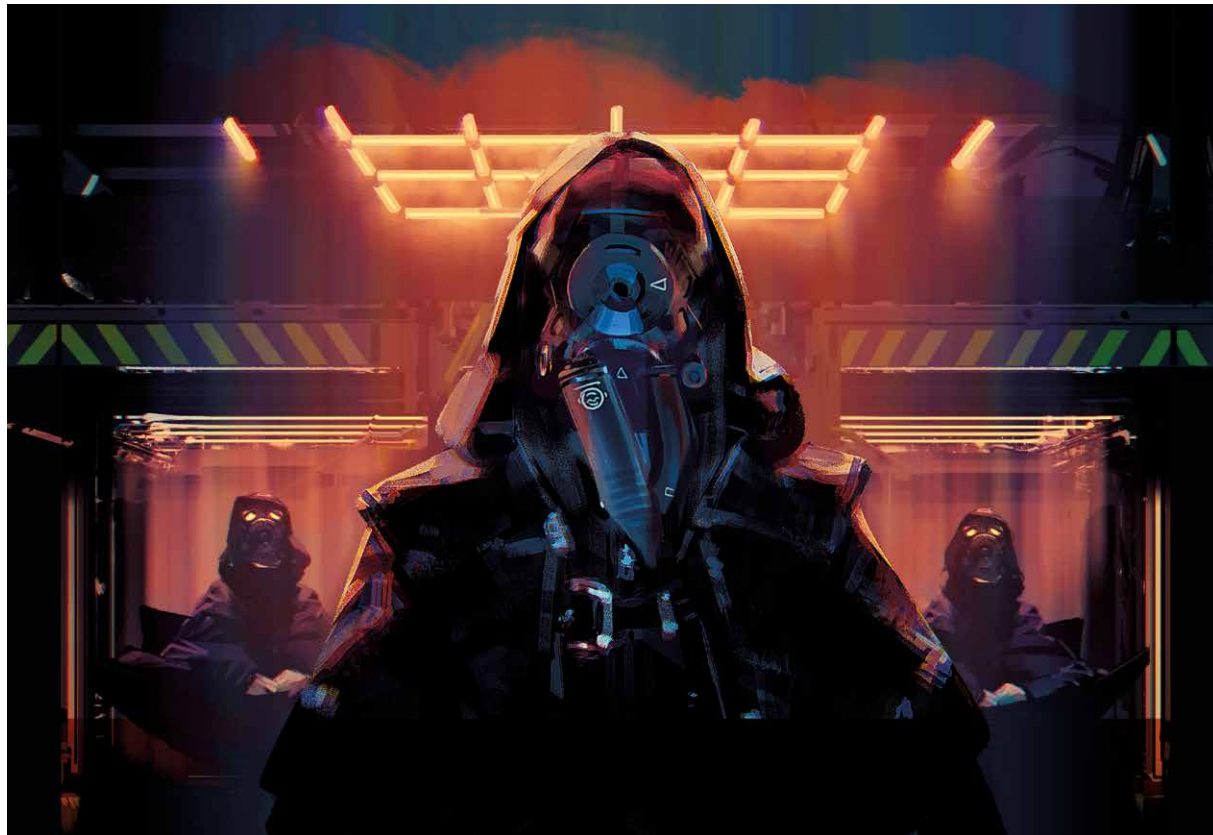
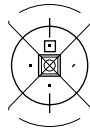
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PIERWOTNE PROJEKTY UMUNDUROWANIA



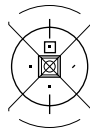


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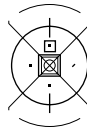
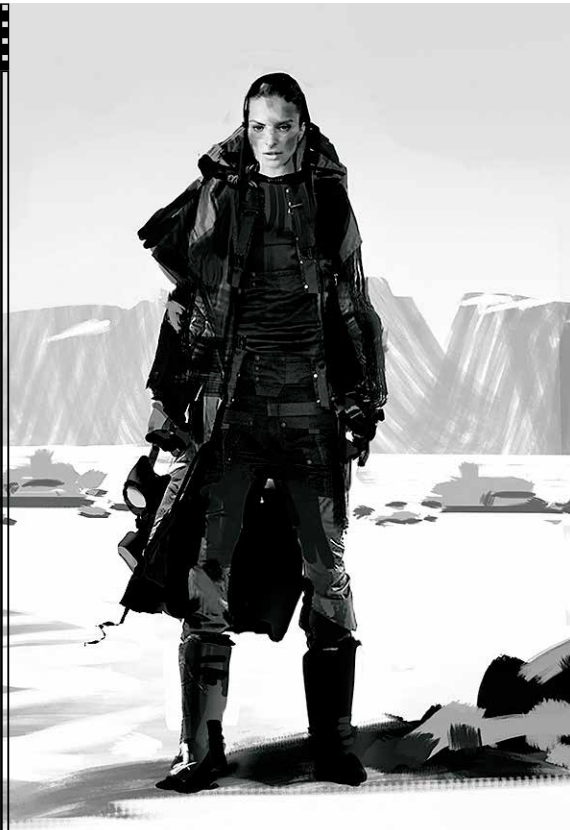




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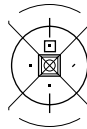
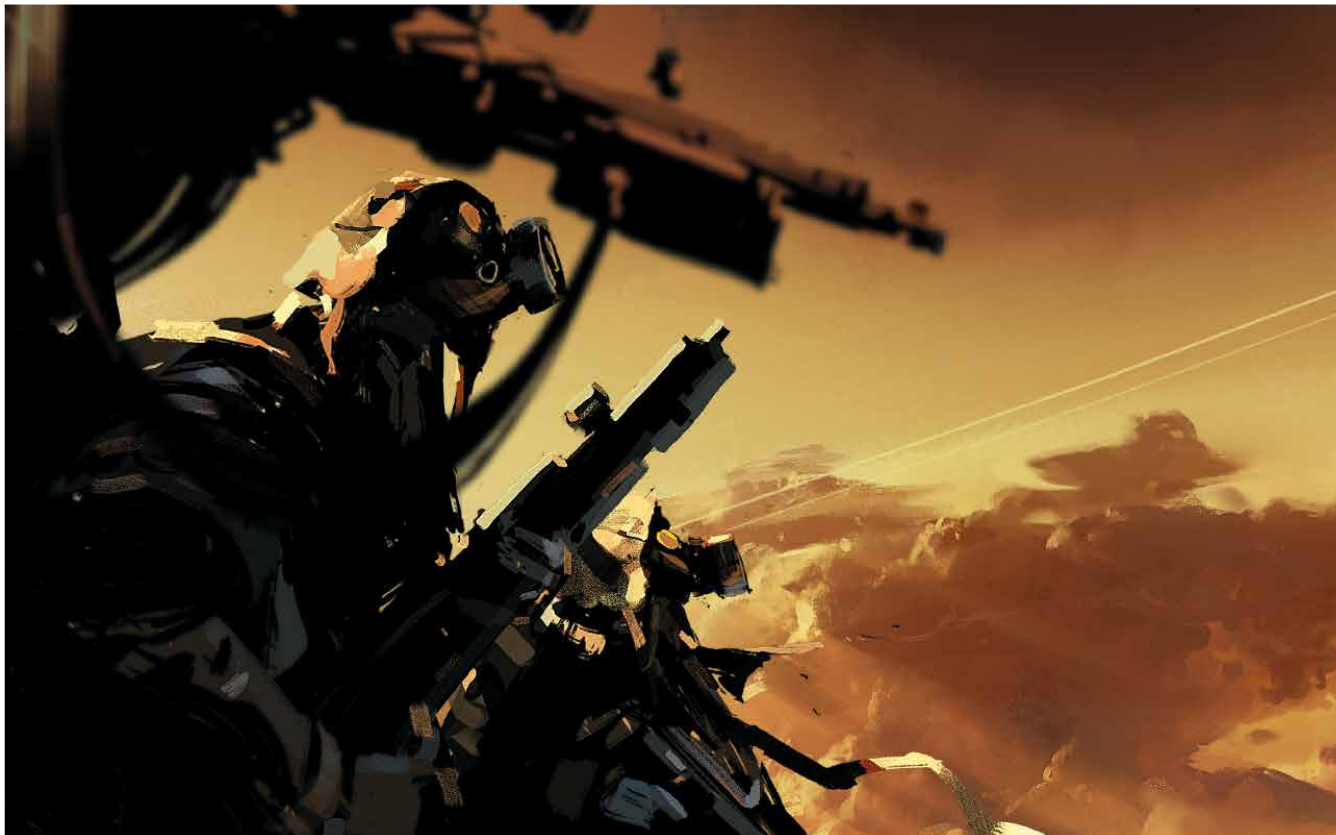
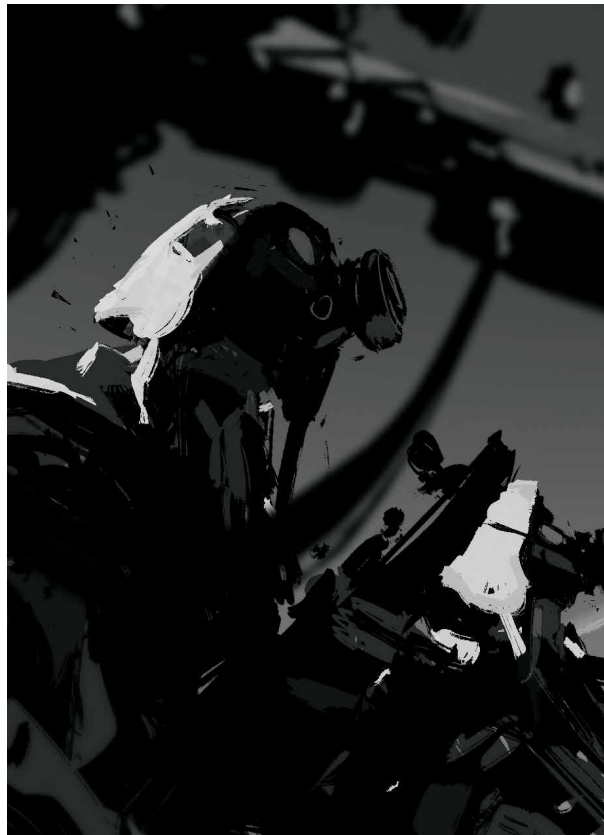
WCZESNE PROJEKTY PRZEDSTAWICIELI POSZCZEGOLNYCH KLANOW

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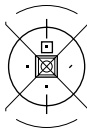
WYKAZ POJAZDÓW



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TRANSPORTOWIEC GAALASIEN / STATEK SZTURMOWY GAALASIEN

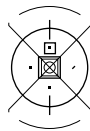
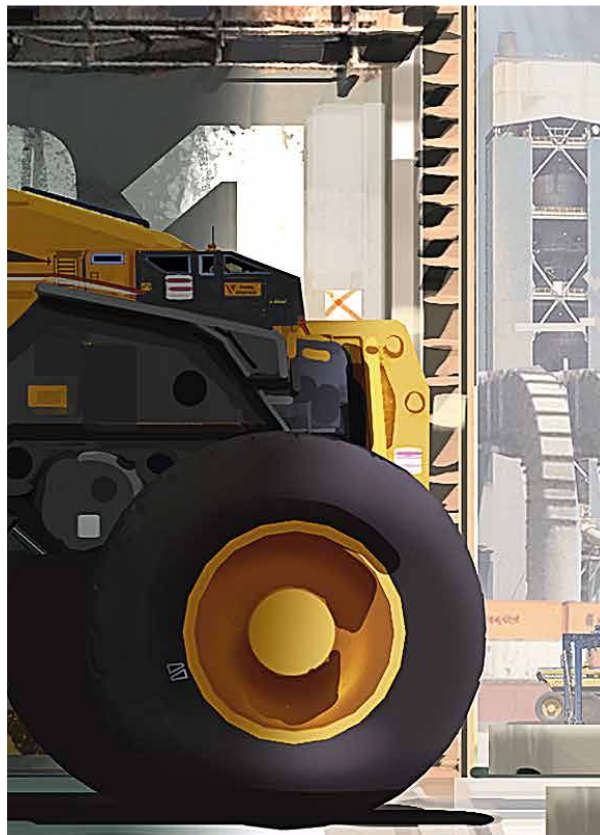
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BIEGACZ KOALICJI

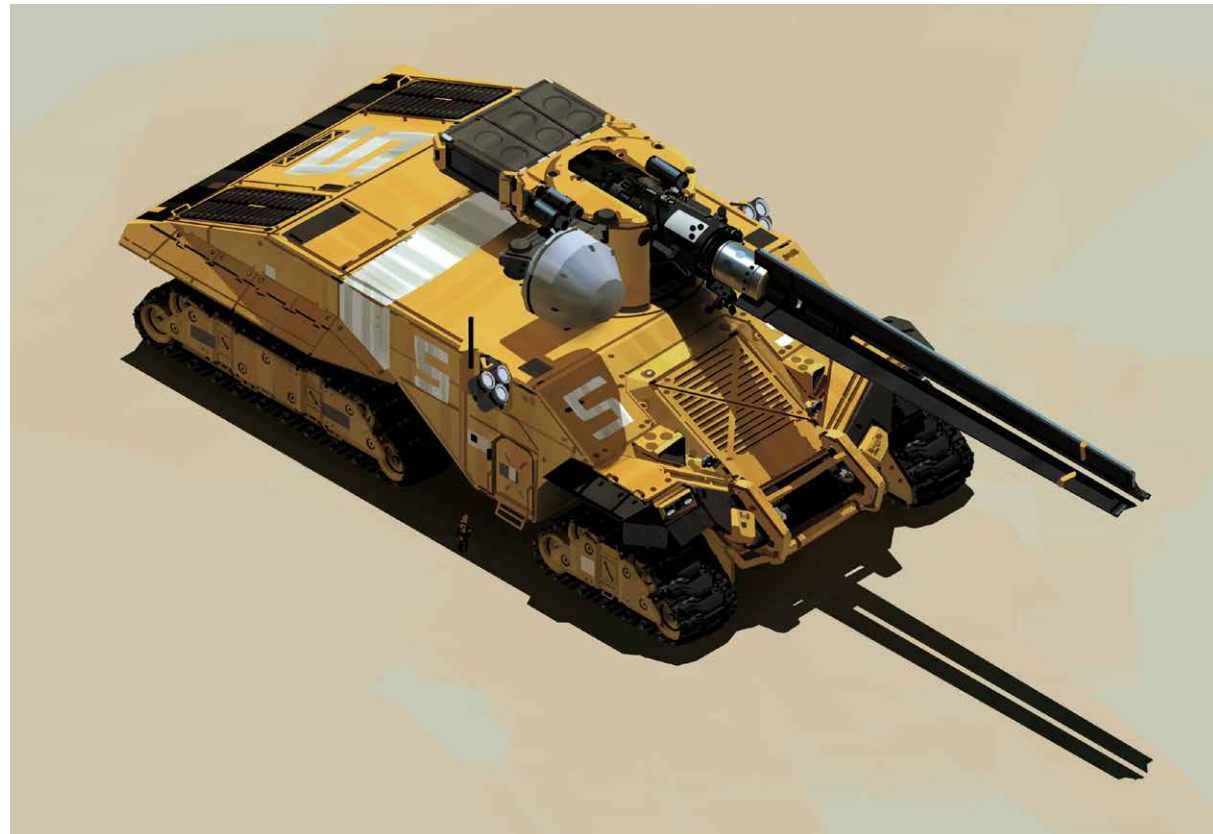
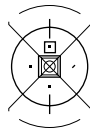




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DZIAŁO ELEKTROMAGNETYCZNE

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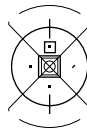
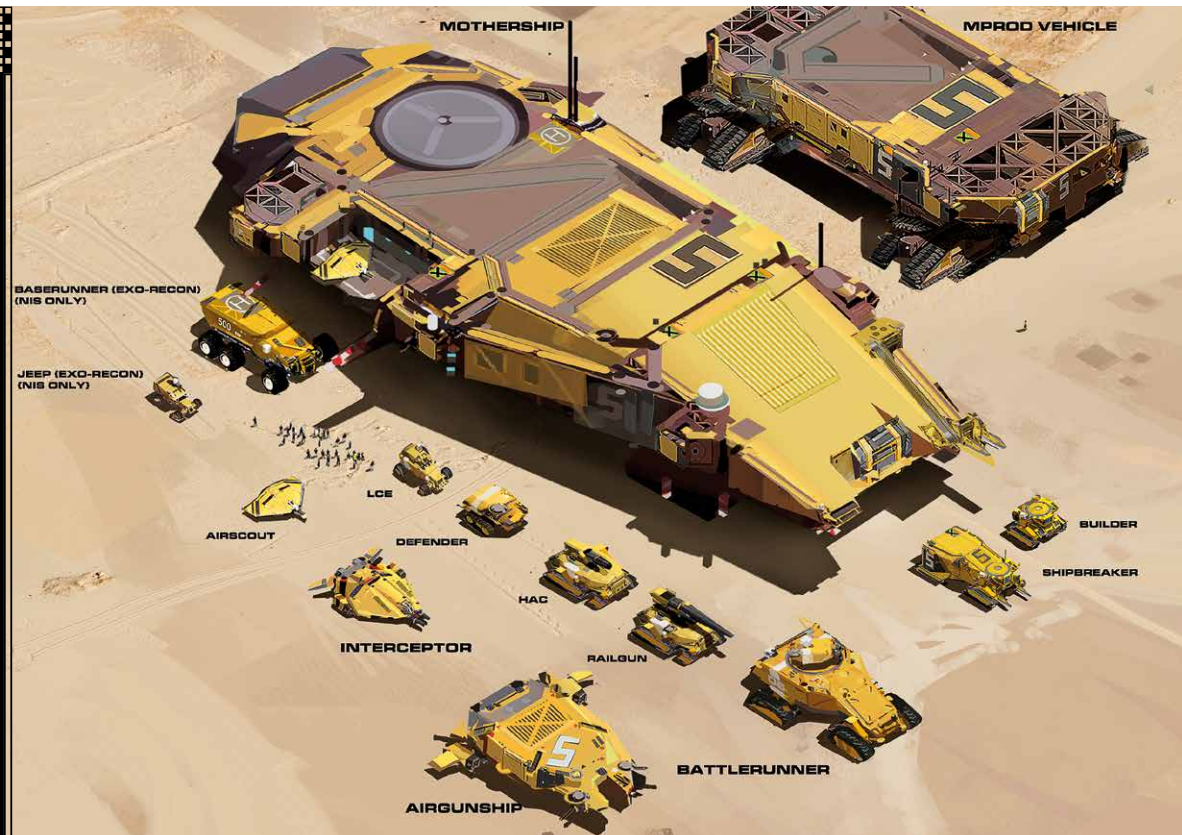




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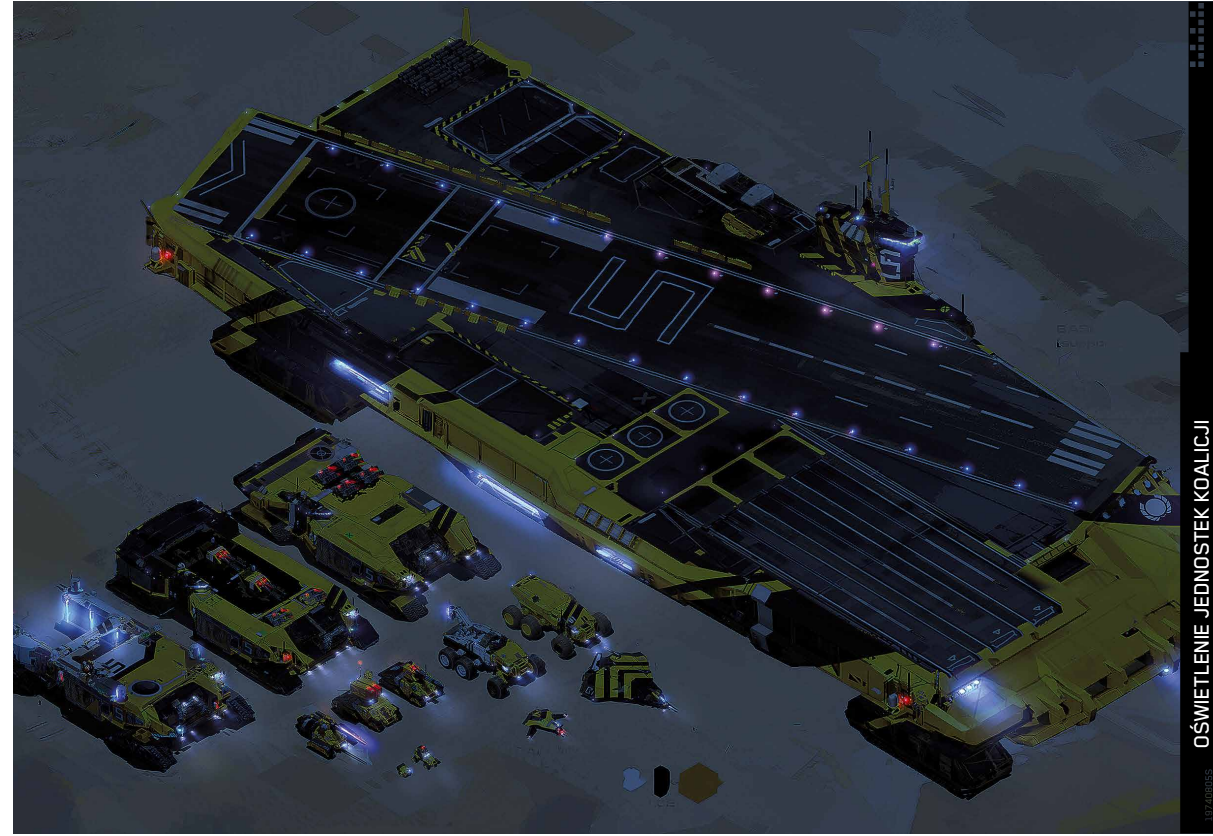
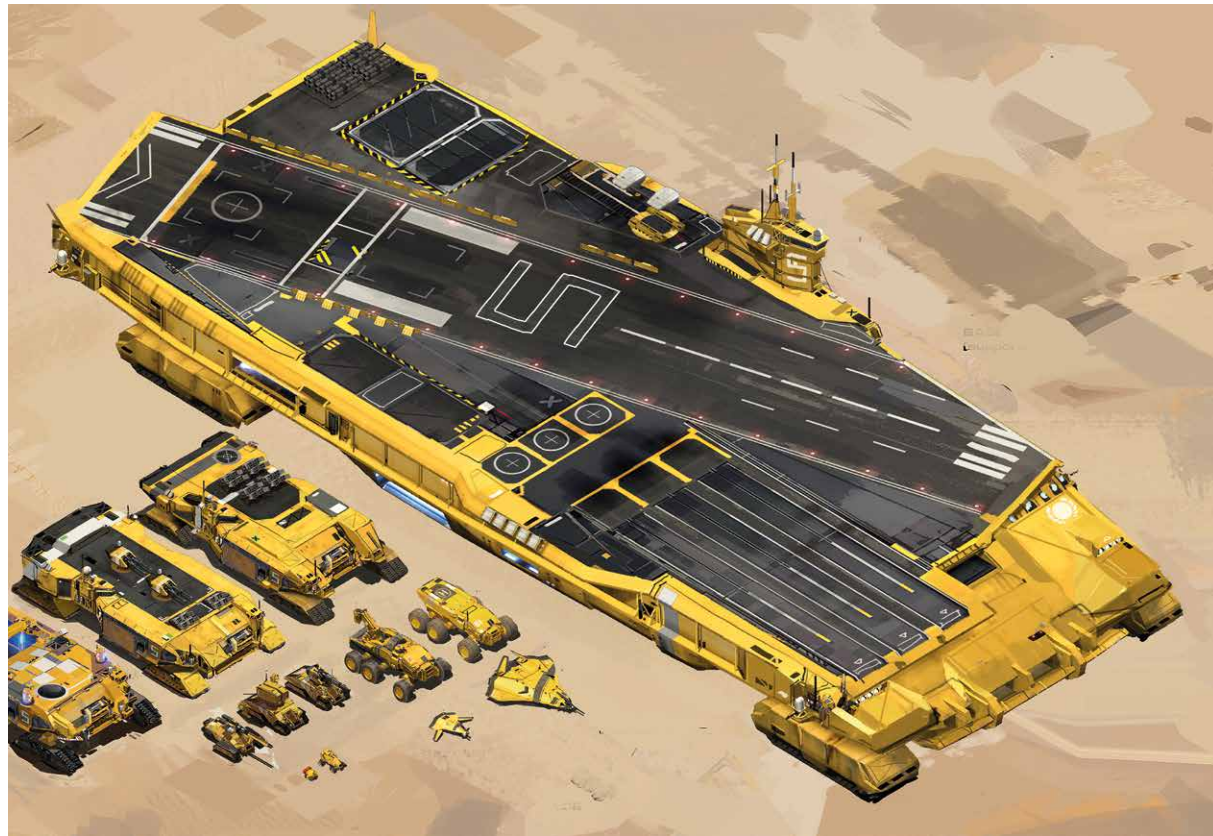
PRZEGLĄD JEDNOSTEK KOALICJI

197408055



KRAŻOWNIK BOJOWY

197408055



OŚWIECENIE JEDNOSTEK KOALICJI

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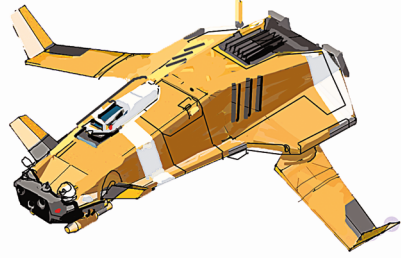
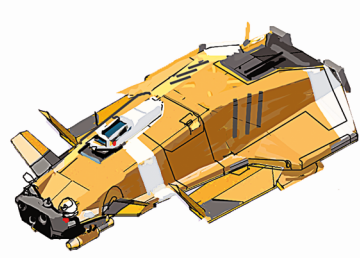




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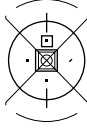
JEDNOSTKI LATAJĄCE

19740805S



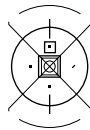
ANIMACJA ATAKU RAKIETOWEGO

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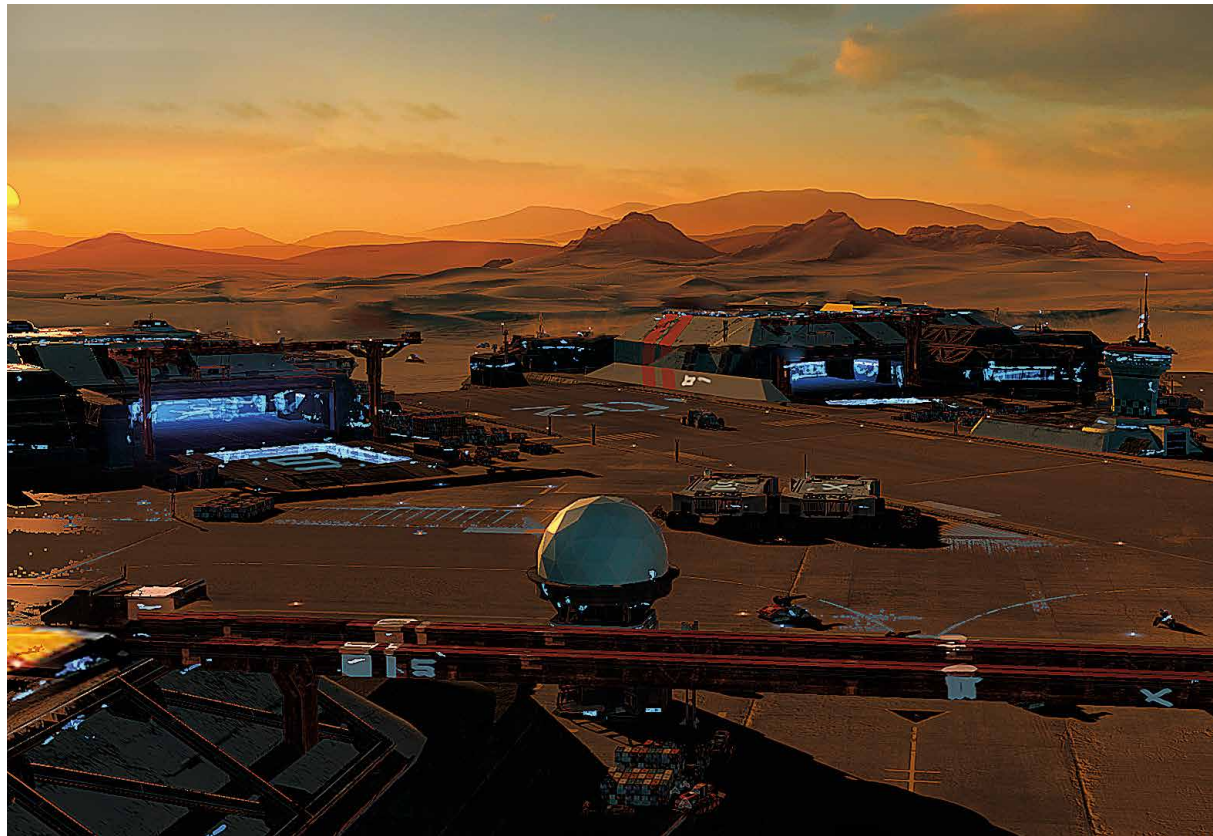
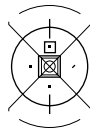
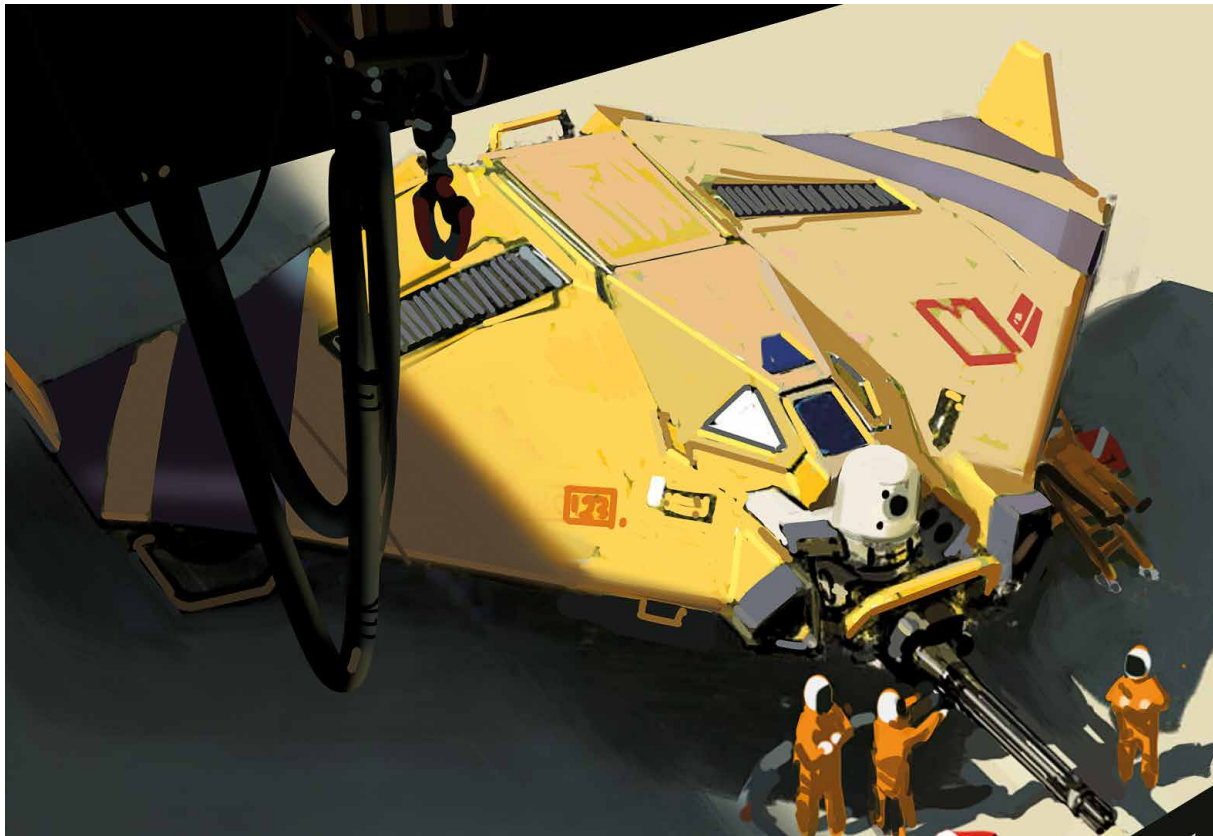


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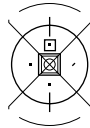
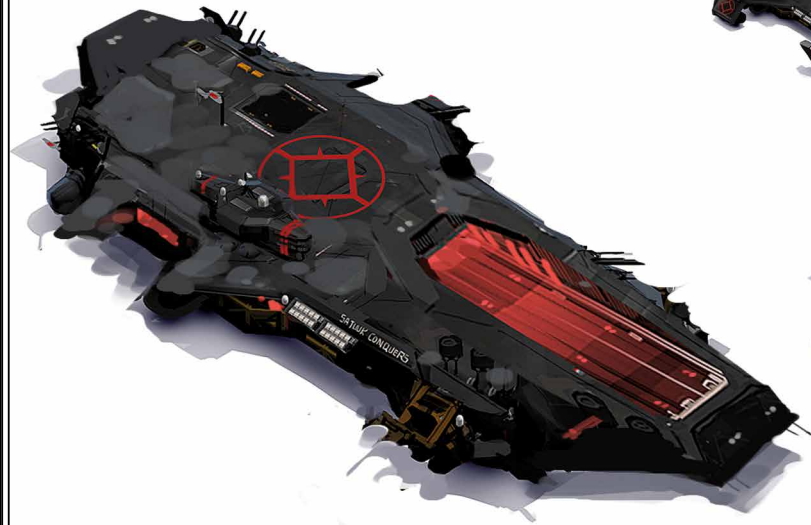


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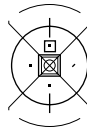


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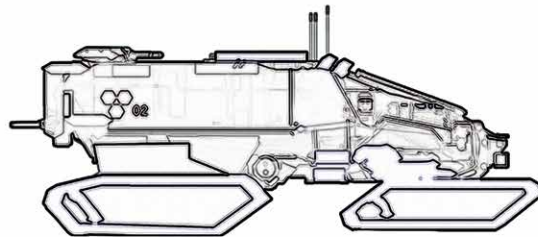
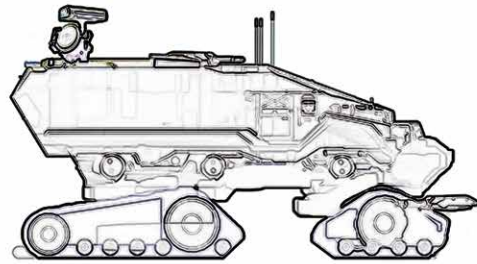
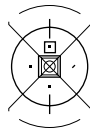
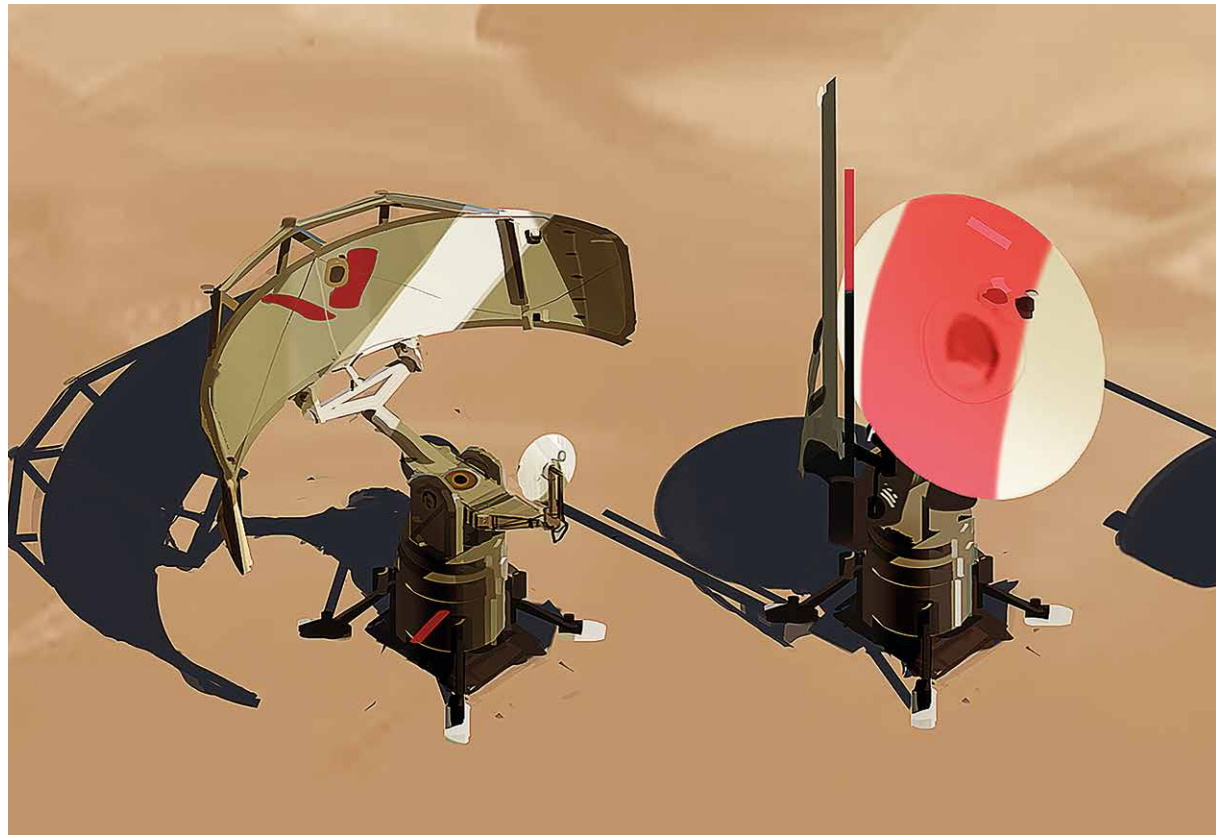
BOMBOWIEC PRECYZYJNY GAALSIEŃ

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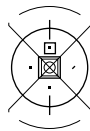
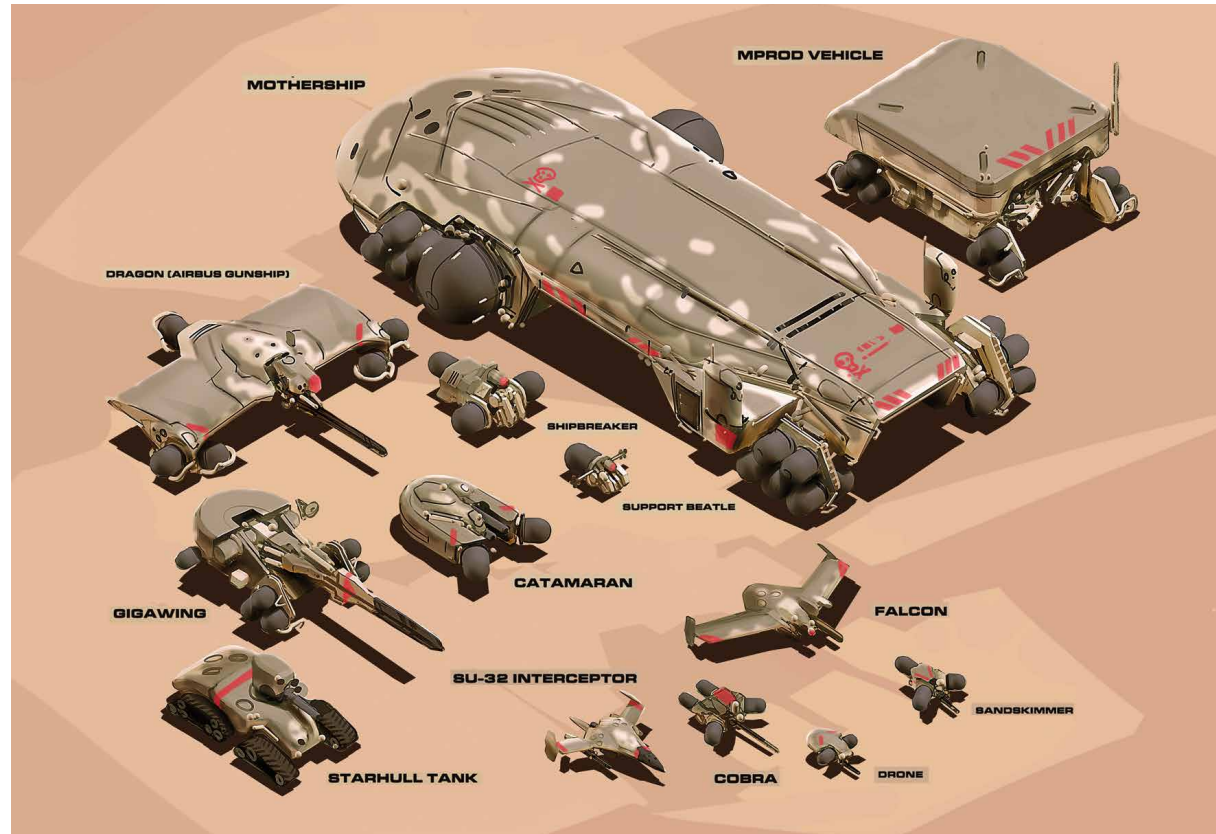


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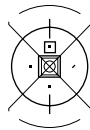


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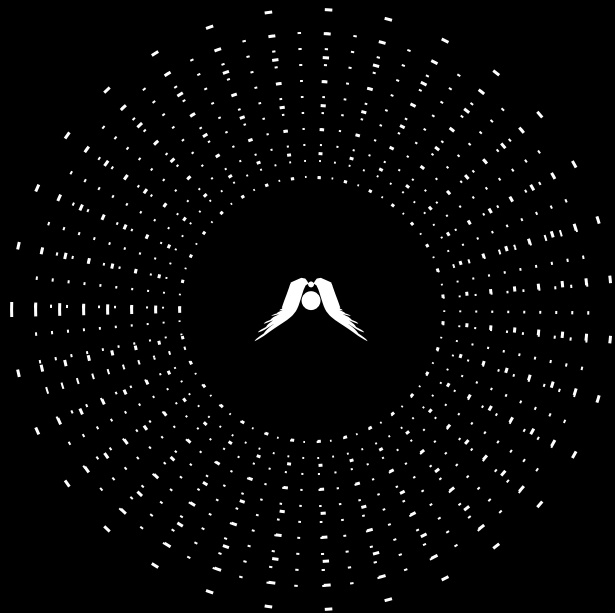


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SCENOPISY



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NIS 01-01 - MEET THE 15th

01 - LOGO ANIMATIONS - START SINGLE PLAYER GAME



- MOOD MUSIC ...

CAN'T SHOT 01



FADE TO BLACK

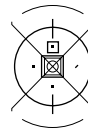
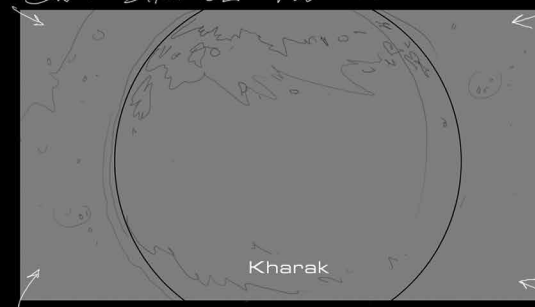
NIS 01-01 - MEET THE 15th

02 - FADE UP - SPACE - PLANET KHARAK



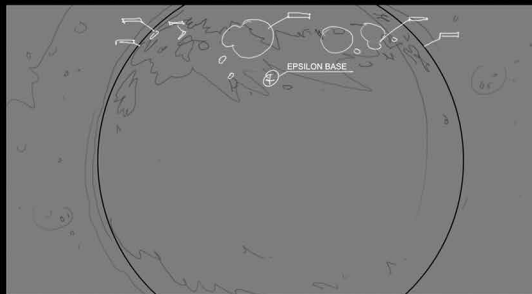
- ROTATE TO REVEAL
DAY SIDE

CAN'T SHOT 02 - PUSH IN ...



NIS 01-01 - MEET THE 15th

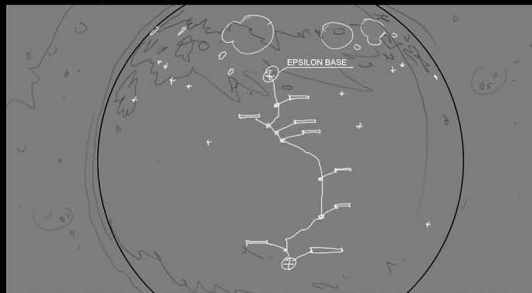
CONT SHOT 02 - HUD LAYER APPEARS



- HUD OVERLAY:

- Coalition territories
- Epsilon Base

CON'T SHOT 02

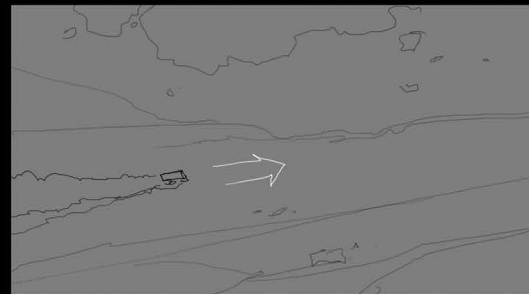


- Expedition route

CON'T SHOT --,

NIS 01-01 - MEET THE 15th

CON'T SHOT 02 - TRACKING w/ BR



CUT

03 - FULL SHOT - BR



- TAKES a small
dune jump !

CUT



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NIS 01-01 - MEET THE 15th

04 - INT : PILOT



Shaky cam

Cut

05 - HIGH ANGLE : TRACKING W/ BR

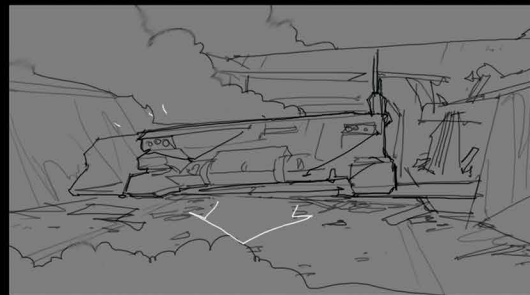


- Floating frame
- Retain focus on BR to gameplay

UNLETTERBOX TO MOI

NIS 02-03 - COMMAND CARRIER EXITS HANGAR

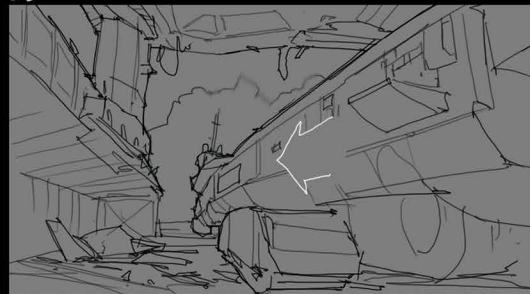
01 - WIDE - CARRIER EXITS SLOWLY



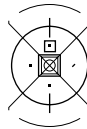
- LISTING
- SMOKE FX

Cut

02 - REVERSE ANGLE : HANGAR 'INTERIOR'

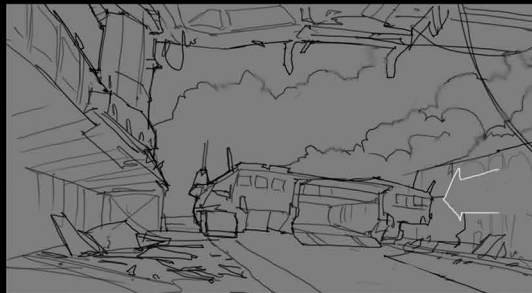


Cut



NIS 02-03 - COMMAND CARRIER EXITS HANGAR

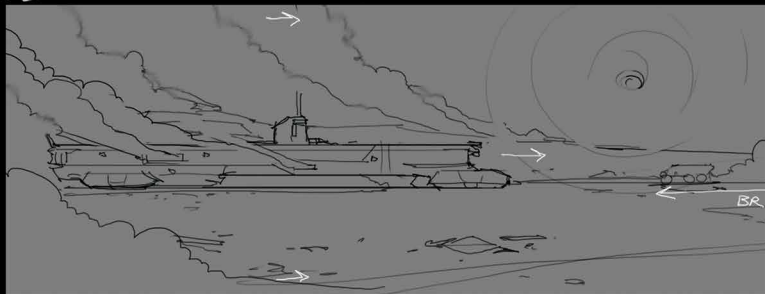
02 CONT



- CARRIER EXITS

cut

03 - LONG SHOT - TRACK W/ CARRIER

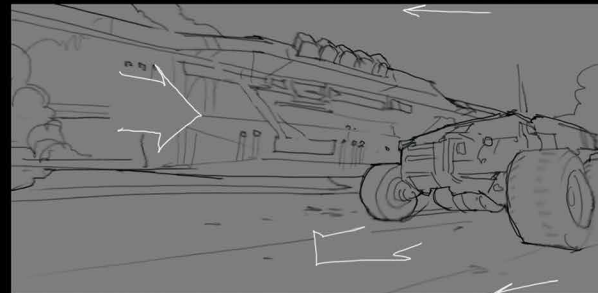


- BR ENTERS
(CR)

cut

NIS 02-03 - COMMAND CARRIER EXITS HANGAR

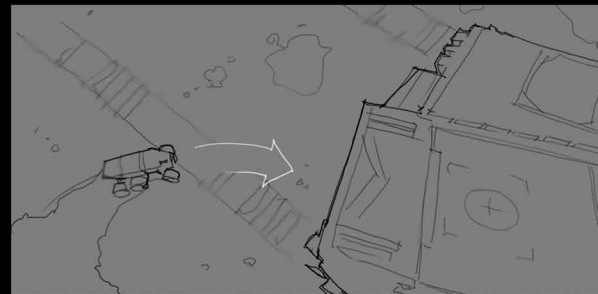
04 - LEADING WIDE SHOT / LOW ANGLE



- BR W/ CARRIER
IN BACKGROUND

cut

05 - HIGH ANGLE - AFT



- BR TURNS TO
DOCK W/ CARRIER

END MD2



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NIS 14-03 - THE FATHERSHIP ARRIVES

01 - LONG SHOT - DUST PLUME IN DISTANCE



HEAT SHIMMER

CUT

02 - TELEPHOTO JUMP IN - FATHERSHIP & FLEET !!

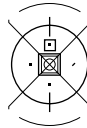


- HAND HELD
FLOATING

CUT

NIS 14-03 - THE FATHERSHIP ARRIVES

02 - WIDE : - PUSH IN TO HULL NAME

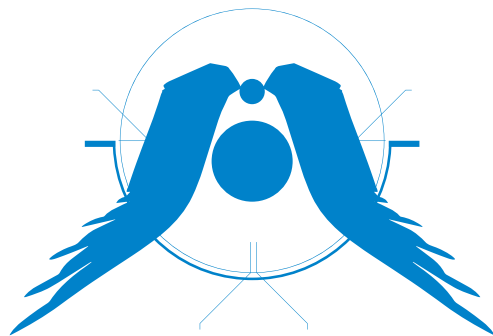








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